ROBOTRON: 2084*

FROM ATARISOFT™

Now, the Thrill of the Arcade Game at Home

INSERTING THE CARTRIDGE
1. Make sure the power to your Commodore 64 is turned off
2. Insert the ROBOTRON game cartridge into the cartridge slot with the label facing up.
3. Then turn on the power to your monitor and computer.

GAME OPTIONS
From the title screen, press the F1 key to go on to the Game Options Screen.

F3 Selects one or two players.

F5 Selects level of difficulty (level 1 is easiest, level 9 is hardest)

F1 Starts the games.

F7 Selects optional one or two joystick control.

THE JOYSTICK CONTROLLER
If one player is going to play, plug a joystick controller into control port 2 on the right side of the Commodore 64. For two players the joystick controller in control port 2 is shared.

The fire button on the joystick controller pauses the game during play and also restarts the game after a game is completed.

At first, it was a technological breakthrough. Mankind created the Robotrons — a species of robots so advanced they no longer needed their human creators to think and act. But the Robotrons have turned on their creators! They're now determined to destroy humanity — or reprogram the survivors turning them into destructive mutants.

ALERT: Recently intercepted Robotron communiques reveal that only a few clones of the last human family remain alive on earth!

TECHNICAL DATA: Your only weapon is your anti-robot laser gun. With it you can destroy all the Robotron species except the Hulk. The Robotrons attack in waves, with different species of Robotrons in each wave. A new wave appears each time you destroy all the Robotrons on your screen — except the invincible Hulk. You have five lives, but for every 25,000 points you score, you earn another chance to complete your mission.

Commit this data to memory. You are the only hope for saving humanity.

YOUR MISSION: Prepare immediately to step up the counterattack. Save the surviving humans.

THE SURVIVORS: MAN, WOMAN, and **CHILD.** Only a handful of human clones remain on earth. Touch as many as you can to place them under your protective powers. In each wave you earn 1000 points for the first human you save, 2000 points for the second, 3000 for the third, 4000 for the fourth, and 5000 for each human you save after that.

EXTREME DANGER: The Robotrons know of you — the only being immune to their reprogramming. They will stalk you relentlessly.

THE ROBOTRONS: THE GIANT BRAINS: Launched every fifth wave, the Brains can electrocute you where you stand. Destroy the Brains for 500 points each. If a Brain catches a human, it reprograms its victim, who turns against you viciously as a mutant **PROG.** Blast the Prog immediately with your laser gun for 100 points. The Brain also fires deadly **CRUISE MISSILES** that seek you out mercilessly. Zap them for 25 points each.

THE MINDLESS GRUNTS: The grunts are beastly robots. They have one mission: to do you in. Annihilate the Grunts for 100 points each.

THE INDESTRUCTIBLE HULKS: Alone of all the robot species, Hulks cannot be destroyed but can annihilate the human clones. Your laser gun only slows them down. Avoid the Hulks at all cost.

THE SINISTER SPHEROIDS and **THEIR DEADLY SPAWN:** Explode the Spheroids before they bring forth the **ENFORCER EMBRYOS,** which grow into evil **ENFORCERS.** Stop the Enforcers for 150 points each. Those that survive will heighten their attack by launching **ENFORCER SPARKS.**

THE GALVANIZING ELECTRODES: The Electrodes block your path, changing form with each new wave. They're not worth any points, but you must vaporize them or they'll destroy you.

THE CUBIC QUARKS and the **TORTURING TANKS:** Blast the Quarks that appear every seventh wave for 1000 points, or face the Tanks they beget. Tanks are worth 200 points.

SCORING

◆ Spheroids and Spawn ....1000 points

▦ Cubic Quarks ....1000 points

🚶 Giant Brains ....500 points

🧳 Torturing Tanks..............................200 points

🤖 Evil Enforcers ....150 points

➤ Cruise Missiles ....25 points

🧍 Mindless Grunts ....100 points

Prog...25 points

SURVIVORS

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and 5000 for each human you save after that.